

HARTSEER

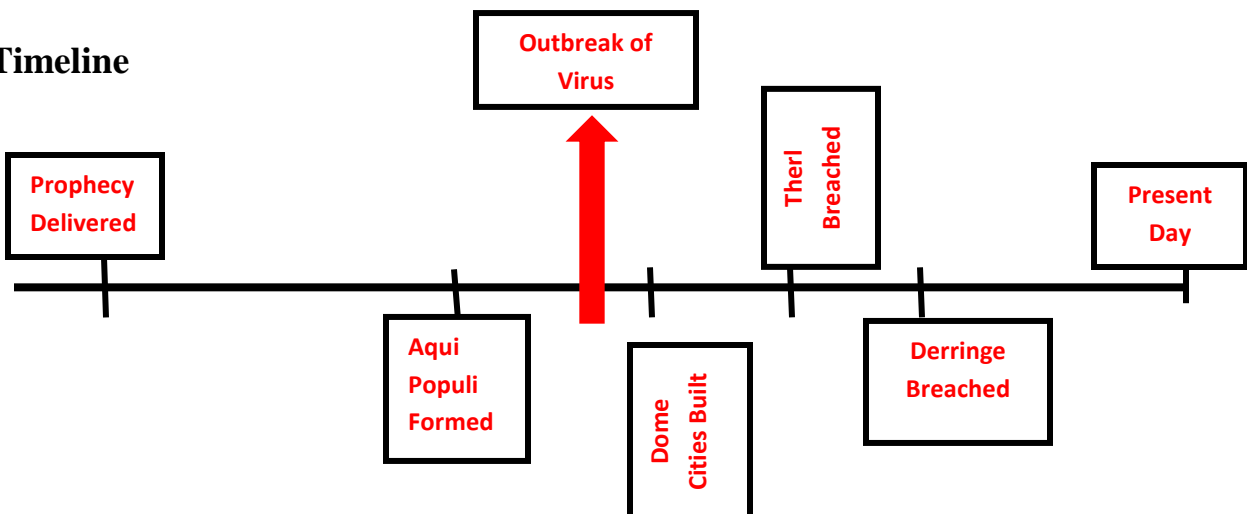
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Welcome to Hartseer

Hartseer is a post-apocalyptic land mass controlled by an unseen and ill-meaning “shadow” government, called The Pantheon, and overrun with rotting bodies genetically altered to instinctually move towards crowds of living humans. Only twenty percent of our world is composed of water, the other eighty percent is composed mostly of uninhabitable sulfuric desert or barren wasteland. Therefore, resources are extremely limited, and most of the inhabitants of our planet are destitute and oppressed, with a small number of the poor attempting to rebel against their situations and the government. Because of the threat of the outside world, in the form of the shamblers and dangerous flora and fauna, major cities have been domed, with figureheads following the orders of The Pantheon under threat of death. Although this world appears to be without hope, the inhabitants of our world find optimism in the presence of rebel groups, and mysterious rumors of the AQUI Populi.

Timeline



The Pantheon is based most heavily in the poorest dome, Heshel, as the people in this dome are the most unstable and therefore easiest to control and manipulate. They operate in groups of 15-20 per dome with each level of the domes being under the dominion of a different member of The Pantheon. The methods that The Pantheon uses vary from member to member, but they are always subtle to a degree and even the vaguest and most poorly thought out plan involves at least one cat's paw. Just as their methods of person to person control vary, The Pantheon's methods of controlling their dome levels vary. Some work with the law, others outside; while some assume direct control of their levels, while others control the flow of culture from the shadows.

They operate from the shadows as insurance and so that they have the element of surprise. If the people of a given dome rebelled, they would rebel against the figurehead government rather than focusing on fighting The Pantheon, since they know nothing of The Pantheon's existence. So even if that government fell, The Pantheon would still be intact and in a position to attack or move on the rebels. You can't overthrow, or even fight, what you can't see. Their unofficial motto is "What you don't know can and will kill you."

Messengers who are purposefully told less than they need to know (as they have the highest risk of being compromised) are used for communication between members of The Pantheon, whether they be in the same dome or separate ones. On top of the fact that the messages are vague, they are also coded, so that even if the messenger knew the code they would still not understand the message completely. Some of the more paranoid of The Pantheon are in the habit of sending fake messages to further confuse their messengers. Should a messenger ever be waylaid there are health and position monitors that constantly track the messengers. The messengers also have an implant in their spine which can be remotely activated to instantly kill the messenger.

When The Pantheon notices someone of particular skill and intelligence they will approach them and convince them to join. When a member of The Pantheon takes such an action he/she accepts the blame and credit for everything the newcomer does until they have been fully trained. Close friends and family, assassins, street urchins, former enemies, anyone who shows potential and can be swayed by wealth or other means, are viable candidates for recruitment.

The Pantheon is responsible for a number of heinous crimes such as countless instances of black mail, murder, kidnapping, torture and *puppy kicking*. However these aren't even close to the scope of the evil caused by their master scheme which is the creation of the shamblers. They are also responsible for the fall of the two domes to the shamblers. The Pantheon opened these domes' gates to the shamblers because the rebel presence in those two was growing too large for comfort. So they intentionally allowed the domes to be breached, saying it was the result of "violent gang crimes."

Dome Cities

Derringe, Dorich, Droefheim, Ghastir, Heshel, Lak, Milde, Monike, Olim, Rakkem, Rincore, Spete, Therl

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Picture credit goes to PixelObsession (left picture) and timxvs650 (right picture) from www.deviantart.com

Droefheim:

Droefheim is a large domed city surrounded by the curved mountain range Bergvan. To the public, Droefheim is a high-security prison and an insane asylum: “Droefheim is the dome in which all felons and insane people are housed.” In actuality, Droefheim also serves as a location to place political and rebel prisoners. The inside of Droefheim is an expanse of enclosed desert; its prisoners have used their limited resources to build poor houses and are forced to hunt the wild animals inside for food. Also within Droefheim is a well-guarded military base, in which doctors and scientists funded by The Pantheon reside, conducting secret experiments on Droefheim’s inmates in an attempt to find a cure for the shambler virus as insurance for The Pantheon.

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Picture is from the movie 9 (Tim Burton)

Heshel:

Heshel is the poorest dome in Hartseer and is also The Pantheon’s seat of power. Its state of perpetual suffering weakens its poorer populace, thereby making things easier for The Pantheon to control.

Therl:

Therl was a seat of power for the rebels, but has been since overtaken by the shamblers. The Pantheon intentionally comprised the dome’s security, allowing the shamblers to crush the rebels and nearly all other residents. The public is told that the overtaking of Therl was due to the destructive crimes of “violent gangs” (rebels).

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From the movie 9 (Tim Burton)

Derringe:

Another former rebellious dome, Derringe was overtaken shortly after Therl under the same circumstances and the same false pretense.

The Inhabitants

The Poor:

The vast majority of the dome population is in this class. The poor live on the bottom level – the slums – of the domes, and therefore get the least amount of light. They live in constant squalor, with the lowest level of technology, medicine, and education. Drug rings and criminals run rampant in the slums where the poor live.

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Picture is from the music video of “You’re Gonna Go Far Kid” by The Offspring.

The Hartseer Security Force (HSF):

The Hartseer Security Force (HSF) exists in all the domes as a so-called “police force.” In reality, they’re The Pantheon’s sadistic bullies, constantly picking on the poor and any other individuals who can’t afford the exorbitant bribes the wealthy normally provide to duck brutal punishment. For these reasons, nearly everyone not uncannily wealthy fears the HSF, even the rebels. Common punishments include:

For stealing--- public whipping/maiming

For harming a member of the police force or government--- public execution or being sent to Droefheim

The HSF is also known to kick people out of the domes as punishment. This is effectively a death sentence. There is no justice system within the domes; what any HSF member says, goes, unless he’s contradicted by a higher-ranking HSF or government member.

The Wealthy:

Only the most well-off domers can afford to live on the second and top level of the domes, and are therefore closest to the sky. Although The Pantheon live among them, the wealthy are completely oblivious to their shadow government’s existence. They live a life of bliss, dealing in trifles such as beautifying genetic alteration, singing, puffball pets, and addictive drugs with no nasty side effects. They consider the poorer domers not worth their notice, although they will occasionally employ them as servants or verbal messengers. Wealthy domers also have the luxury of living outside the law, being able to dish out enough money to the HSF to avoid punishment.

The Rebels:

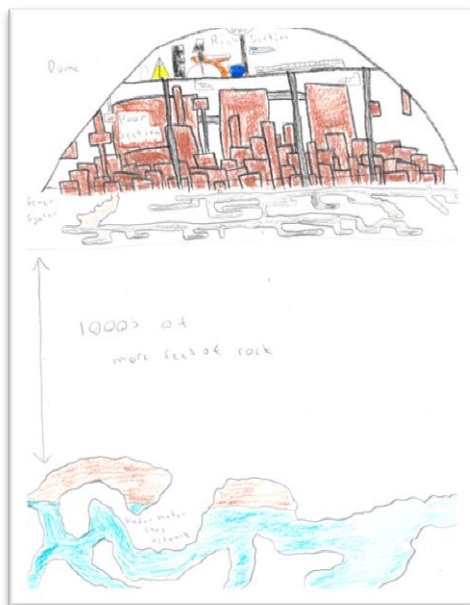
Those poor domers brave and angry enough to oppose the HSF and, by extension, The Pantheon (although they don't know it), join their dome's respective resistance group. Although each dome has its own rebellion (with the exception of Droefheim, post-shambler Therl, and post-shambler Derringe), they vary in size depending on circumstance. The rebels navigate the domes via the sewers, and they meet in obscure lower-level areas such as bars and black market stalls. Rebels use modded watches stolen from wealthy domers to indicate when a meeting is about to take place. The watches will vibrate in rhythmic code to indicate time and place. They use tattoos to indicate rank and brotherhood. Although resistance movements are mostly comprised of poor domers, they do occasionally have connections with wealthy individuals.

Pantheon:

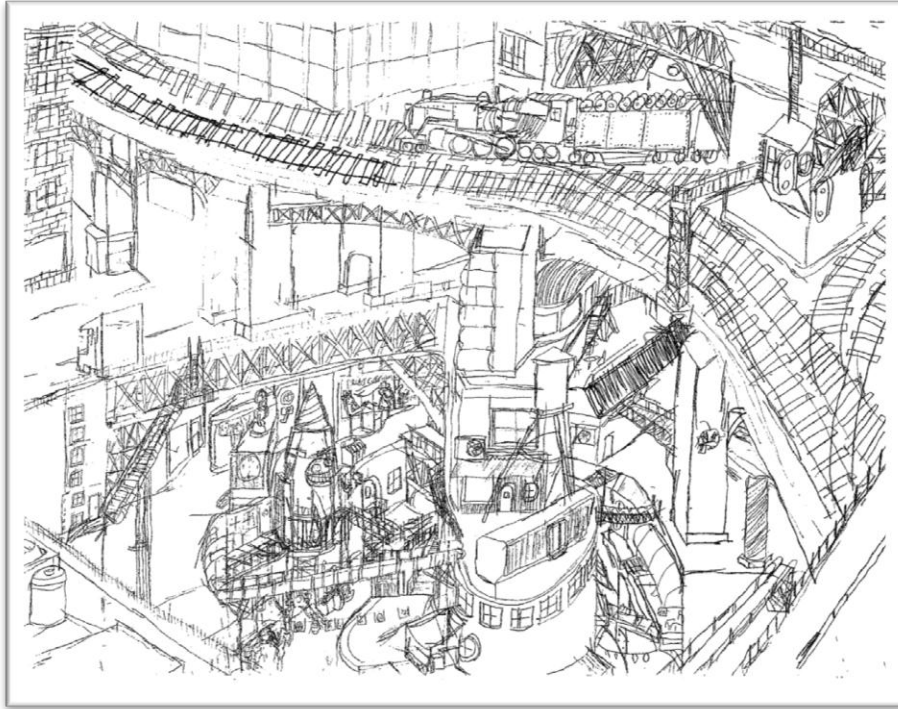
[See "Government," page 2]

(Figurehead) Government:

Each dome has its own democratic government that is the public face of authority. While these politicians do make minor decisions concerning their domes, in reality, they are actually puppets controlled by the overarching, secret Pantheon, a malevolent shadow government. So even though the domes' individual governments have small, superficial power, they are actually insignificant and practically have no free will. They must do The Pantheon's bidding under pain of death.



Drawing by Shane Parr



Drawing by Isaac Rader

The Shamblers

The greatest threat to all of Hartseer is the shamblers. The virus that creates shamblers was created by scientists being manipulated by The Pantheon, in order to control the populace in small places and to incite fear in them. The shamblers were also responsible for the breaching of Therl and Derringe, and also the falling of the older towns around Hartseer.

When you are infected by a shambler, by bodily fluid contact, you have at most a week before the virus takes over your body, leaving you brain dead. The fresher the shambler, the more physical strength it can exert. Once the virus has complete and utter control over your brain, it's main objective is to infect other non-infected humans. The only way to kill one of these beasts as a non-infected is to destroy what remains of its brain. The shamblers are also buoyant, and as such, cannot attack the Aquí Populi. As of the present day, there is no cure for the shambler virus.

The Aquí Populi



Drawing by Anya Stoehr

This faction was once government genetic scientists working for the government of a pre-shambler city, Nelcastle, which discovered The Pantheon's plan to use their research to create the shambler virus. They feared for their and their families' lives, and so they destroyed the work of their research in hopes of preventing The Pantheon from continuing their awful ploy. Unfortunately, they were unsuccessful and merely delayed The Pantheon's rise to power.

Before leaving the surface world they used their knowledge of genetics to modify themselves and their families to be able to live underwater. They mutated their genes and genomes in order to pass the trait onto any possible future progeny.

They live in underwater caves that they use as the home base of their society. The caves are buried under the crust of Hartseer; the rock too thick in order to dig down into. This offers them immediate protection from The Pantheon, along with the fact that the caves' location is unknown to them.

They are a utopian society. Their government system is a direct democracy.

They don't want outsiders entering or even approaching their caves for fear of annihilation.

Characteristics:

- Genetically mutated
- Able to breathe underwater
- Built to withstand intense underwater pressure
- Layer of blubber under the skin that insulates them from the cold temperatures
- Webbed hands and feet
- Look essentially human
- Pass down mutations to offspring

Society:

- 50 to 100 people (about seventy)
- Close-knit community; very little conflict between members
- "Live off the environment" philosophy
- Subject of land science (the sort of science that brought them to where they are) is a taboo
- Designated jobs for certain members (fishing, education, herb gathering, etc.)
- Bartering system (trading favors), but rarely used
- Tools, clothes, and art made of sea flora and fauna
- Practical and logical mindset is encouraged
- Education system is highly personalized; small yet thorough

Outlying Groups

Shields of the Oracle

The Shields of the Oracle is a faction that follows the guidance and advice of the Oracle, a mysterious figure who can foresee the future, but who can only speak of the future in wildly random and vague terms. In terms of other leader figures, there are titles for the best in their respective fields:

- Sentinel, the best warrior of the Shields, and also the personal bodyguard of the Oracle or her daughter (if there is a daughter, the daughter's safety comes before that of the mother).
- Striker is the military and tactical leader of the Shields.
- Scholar is the best educated, but not specifically the most experienced.
- Strider is the best scout and scavenger, the one who looks for supplies and scouts for shamblers.
- Speaker is the best interpreter of the Oracle, but also a bit strange in the head, for they must think like an Oracle to interpret one.
- Senior is the wisest and most experienced in the Shields.
- Scribe is the record-keeper and historian, the person who is responsible for the histories of the Shields and is also the quartermaster (in charge of supplies).
- Surgeon is the best healer, the one who takes care of the wounded.

A Shield holds one of these titles until another is proven to be better than the current Sentinel/Scholar/Strider/etc. A regular day for a Shield involves scavenging, fighting shamblers, and setting up a palisade camp at nightfall.

Characteristics:

- Expert shambler-killers
- Interracial, from all different areas of Hartseer
- Fit and athletic

Society:

- Loyal to each other and the Oracle
- "Good for one, good for the whole"
- Follow Oracle's prophecies

Raiders

The raiders are a lawless bunch who missed out on the chance to reach the domes before they were closed off. Raiders steal food from the domes, acting like old desert bandits and

raiding the trucks that come from the more successful domes. They feed their Clans in a brotherhood-like society, living for themselves and the Clan. They live in old, shambler-infested cities, taking things left behind from abandoned houses that can be used in a good way.

They hold no funerals; their view on religion is that there is no god. They might meet Him when they die, but for now there is only them. Raiders train their children to kill from the moment they can wield a knife, to make sure they have strength in numbers before another Clan declares war. They have little moral compass, but they wish for nothing else but to survive, like the rest of us.

Characteristics:

- Rough and tough
- Lawless and without a moral compass
- Poor hygiene
- “If you’re weak, you don’t deserve to live”

Society:

- Anarchist clans
- Loose sense of brotherhood within clans
- Violent mentality

Biological Life Forms

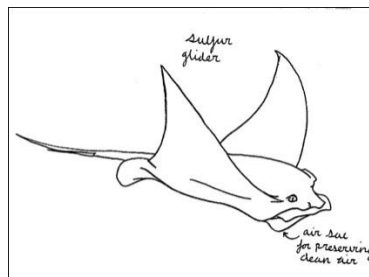
Wasteland

- Desert Creatures
 - Death Spore- Dangerous, leechlike creatures that attack desert travelers. They have rows of deadly teeth that they use to siphon not only the blood of a larger animal, but also water from the earth. They release spores on their prey that develop into additional death spores.
 - Sand Raptor- Reptilian creatures similar in likeness and build to the tar raptors. They possess folds of skin that function as an effective method of collecting and drinking water. They hunt in packs.



Drawing by Elizabeth Rabon

- Vesper- Pure white, feathered creatures that are used by the Shields of the Oracle to pick death spores off their bodies. In addition, the birds perch on the backs of sand raptors and pick death spores off their backs as well. They are batlike with opposable tongues.
- Sulfur Fields
 - Sulfur Ray- A large, flat creature with white, slick skin. It possesses an imperishable energy force that allows it to live its whole life in the air, above the sulfurous gas pits. It eats the birdlike creatures and uses sonar when hunting.



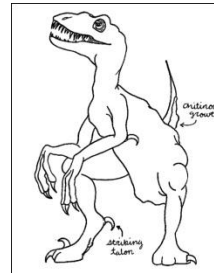
Drawing by Elizabeth Rabon

- Lintu- A pale colored bird creature with more tolerance to the sulfur gasses than the flying white ray. It feeds upon the tubeworms that swarm the sulfur pits.



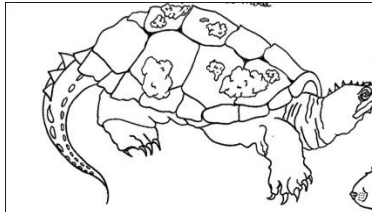
Drawing by Elizabeth Rabon

- Tubeworm- Grotesque grublike creatures that reproduce by means of slimy secretions. When a lintu tears off a piece of a male tubeworm, its talons become covered with the male tubeworm's slime; and if it lands on a female tubeworm next, the slime comes into contact with the female and she is able to reproduce. The tubeworms take their nutrients directly from the sulfuric gasses.
- Flying Leaves- a large, flat leaf that floats through the air and takes its nutrients from the sulfuric gasses.
- Tar Pits
 - Tar Raptor- Ancient, reptilian creatures no taller than the average human youth. They possess a chitinous growth on the sides of their tail that they strike against a talon on their ankle, in order to start a fire that they may use as a defense mechanism. They feed on resina, tar rodents, and other beasts that become stuck in the tar. They hunt in packs.



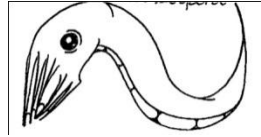
Drawing by Elizabeth Rabon

- Tar Tortoise- Large, flat reptilian creature that floats across the surface of the tar lakes and feeds on the tortoise moss that thrives on its back. It possesses a method of storing oxygen inside its shell, so it may stay under the tar for extended amounts of time.



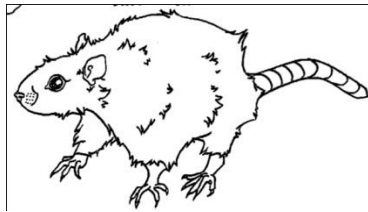
Drawing by Elizabeth Rabon

- Resina- Small serpentine creatures that can slip in and out of the tar without becoming stuck.



Drawing by Elizabeth Rabon

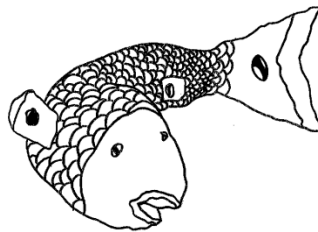
- Tortoise Moss- Thick, spongy vegetation that grows upon the shell of the tar tortoises.
- Urculei- an ancient, slow growing tree that forms a protective barrier between itself and the tar as it grows across the tar's surface. It provides a home for the tar rodents. It is a detritivore, and feeds upon the carcasses of the tar rodents after they die.
- Tar Rodent- small, furry, relatively harmless creatures that eat tortoise moss off the tar tortoises' shells.



Drawing by Elizabeth Rabon

Aquatic

- Creatures
 - Gyskleur- Gyskleur are fishlike creatures, named so because of their silver-gray scales, which are hard and protect the skin underneath. They communicate with their schools by resounding an echo, which some have mistaken for echolocation. However, the fish's eight eyes can locate prey well, as well as watch out for potential danger. They are the most abundant fish-like creature in the water, so it is found often as an ingredient in fish products and in sandwiches.



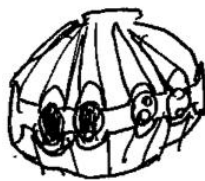
Drawing by Anya Stoehr

- Whitemouth- The whitemouth is an underwater serpent. It is shy unless threatened, in the situation in which it will inject its paralyzing venom into its tormentor and slither away quickly. If it is hunting, it will blend in with the sand and slither up to its prey. It then strikes out and constricts the prey until it is dead. Then, the whitemouth will swallow it by unhinging its lower jaw and shoving the whole thing in its mouth before burrowing back into the sand.



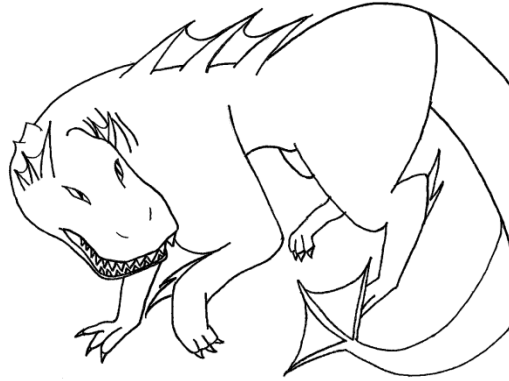
Drawing by Anya Stoebr

- Zekiah- The zekiah are like their clam counterpart in appearance, but differ in eating methods. Giant clams eat like regular, smaller clams, but zekiah have a larger lower half which conceals a stomach. Zekiah have an esophagus entrance on the back of their clam “tongues” that they push their prey, usually a whitemouth or gryskleur, back into. Once the prey has been pushed into the hole, the muscles that form around the walls of the throat will massage the prey into the stomach, and will close at the bottom so that the prey will not escape, and will not open again until the prey has been digested. Zekiah are named so because of the “zek” sound they make while eating.



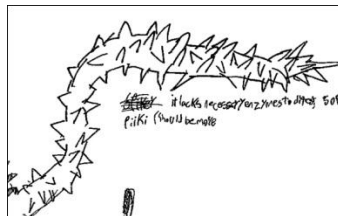
Drawing by Isaac Rader

- Aquadrake- Aquadrakes are the size of horses and are sometimes used by Aqui Populi for long travel. They have been recently discovered to be amphibious, so some people try to tame them for travel, although their size, teeth, and claws make for a challenge. Their skin makes good leather, but they’re difficult to kill.



Drawing by Anya Stoehr

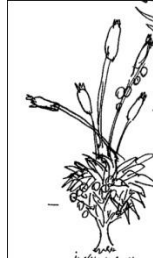
- Muna Kala- The Muna Kala doesn't bother nor is bothered by anyone, excepting the tentileaf, in which case occasionally the Muna Kala will attempt to eat the leaf and fail to bite through, in which case it swims away for another leafy meal. It is too small to be aimed at by Drzewa Woda, and all the other creatures leave it alone because of its realistic mimic of an aquadrake egg.
- Plants
 - Piiki- Piikis are tentacle-like plants that are covered in spikes that inject a deadly neurotoxin when touched. If you can remove the stem at the bottom without getting pricked, piikis are a good source of food.



Drawing by Isaac Rader

- Tentileaf- Tentileaves look like plants surrounded by harmless fish, but they aren't. Underneath the swirling leaves is a mouth like a shredder. When one of the fish tendrils attached to the mouth is bit, the leaf will snap out and drag the prey back to the mouth, which will shred the poor thing to bits. The only exception is Muna Kala, which are too small to see, and large aquadrakes, which can't be dragged easily. When the leaf tendril is removed, the tentileaf will retreat underground. The leaf itself, when heated, makes a suitable bandage or bread, depending on the size of the leaf cut.

- Drezewa Woda- This underwater tree is the size of a mature oak, and will literally swing its limbs about and fight for its land if another Drezewa Woda is planted too close.



Drawing by Isaac Rader

Dome

- Pests
 - Sanguis- Sanguis are large, flylike bloodsucking creatures; they possess a sac on their back which fills with the blood of their prey.
 - Stonegrowth- Stonegrowth is a rapidly growing, vinelike plant pest that grows in every location of the domes. It is so hard to cut through that it has the capacity to seal doors and windows.
 - Black Market Raptor- These illegal pets are a smaller size than regular desert-raptors and have lost some of the abilities of their wild cousins
- Beasts for the Poor
 - Bald Goat- They are small, bufflegged, prominently hairless creatures that can be used as pack animals.
- Beasts for the Rich
 - Living Hart- Living Harts are small, brightly colored, harmless beetle creatures, are used as a sign of wealth or power, and can be used as bartering tools.
 - Gaga- Gagas are the result of combining the genes of several different animals for amusement. These pets for the rich can sing and change colors. Gagas are lazy, the size of fat cats, and super expensive.
- Sewer Beasts
 - Lunimold- A pale blue colored fungus that glows light blue. They secrete juices that attract glut worms

- Jekka- These furry creatures have ten eyes, five on either side of the head that are large at the front and become smaller at the back. They sleep/live upside down.
- Glut Worm- Have pudgy bodies, and lack proper skeletons and limbs. They never stop eating (they even lay eggs while doing so), and explode when they die. They only eat lunimold and algae.
- Shloop- Have rat-like bodies the size of cats, covered in scales, and big, bright eyes with a suction-like mouth. Their prey is the jekka.
- Centigator- Has twelve legs, plates to attract mates, and multiple rows of teeth. Females do not have plates and are twice the size of males. Both genders possess skinnier snouts than an alligator and are a mossy green color.

Religion

The religion of the dome people is based on ancient beliefs that once taught a polytheistic doctrine. The modern day people are generally monotheistic, and believe in Aquiseaan, the water god. Water is precious and holy to the dome people because there is so little of it on Hartseer. In fact, part of the reason the Aquí Populi chose to live in the underground water caves was because of the connection between their god, Aquiseaan, and the water.

The dome peoples' beliefs differ from dome to dome, as well as the differing people groups within the dome. They largely believe in an afterlife world called Tanae, an entirely tropical planet full of soaring rainforests (though they don't use that term) and beautiful life. This afterlife contrasts sharply with their terrible, desolate world, and gives them something to hope for if they have been honorable during their mortal lives.

The belief is that just before their entrance into Tanae, the righteous' souls are cleansed in the Falls of Amala. The unrighteous remain on Hartseer after death as an intangible spirit that still has some connection to its mortal body and can therefore still feel pain. The unrighteous can eventually get to Tanae, but first they must complete thirteen (thirteen is the number of Aquiseaan and therefore is sacred to the people of Hartseer) challenges, all of which will teach them a virtue they should have learned during their mortal lives. The tasks decrease in physical difficulty as they rise higher in number. The souls of the dead must complete only the challenges that teach lessons they did not learn in life. Here is a list of the challenges:

1. Cross the entirety of the planet. This teaches the unrighteous humility, because they will experience the enormous expanse of the world and come to realize how small they really are.
2. Survive a swim in a tar pit. This teaches the unrighteous to be calm, because in order for them to be freed, they must stop panicking and trying to free themselves.

3. Outsmart a pack of raptors. This teaches the unrighteous to outsmart an enemy with intellectual power rather than flight or force.
4. Climb the highest mountain. This teaches the righteous that incredibly huge trials will reap wonderful rewards.
5. Tread across a sulfur expanse. This teaches the unrighteous that an evil, toxic nature is derived by what they surround themselves in - and that they should seek cleaner, righteous environment.
6. Pull a boulder out of a hole with a rope that continuously breaks. This teaches the unrighteous to accept their failures, because the rope will break every time they try to lift the rock out of the hole, until they accept the fact that they cannot bring it out.
7. Climb a choker tree, waiting for its tendrils to latch onto something else. This teaches the unrighteous patience, since they will need great tolerance to move slow enough to be undetectable.
8. Brave a cloud of death spores that cannot be removed unless the unrighteous admits the lies they have told themselves. This teaches the righteous to let go of past lies and become honestly pure.
9. Find beauty in all nature. The unrighteous must experience several different layers of beauty and understand the subtle but significant connections between all life forms. This will teach them to appreciate all nature and the world they will eventually come to live in.
10. Take a leap of faith into a raging river. This tests the faith of the unrighteous and teaches them to rely on pure dependence and trust in Aquiseaan. If the unrighteous makes this leap of faith, the river will not harm them.
11. Take care of a perishing baby raptor. This teaches the unrighteous to have compassion and love for another creature, and to give a part of themselves to another.
12. Experience the pain the unrighteous inflicted in their past life and accept humiliation. This teaches the unrighteous to accept shame for their past wrongdoings and allows them to adopt a mindset of forgiveness.
13. Swim across a large lake and leave behind earthly attachments. The unrighteous must let go of everything they have experienced in their mortal lives and swim across the largest lake in Hartseer. At the end of the lake lies a passage to the Falls of Amala, through which the unrighteous may enter and finally become cleansed, after which they may proceed to Tanae.

The dome people are the most religious population of Hartseer. Other populations, such as the Aqui Populi, may possess some of the same beliefs as the dome people because both groups came from pre-shambler cities themselves, but generally do not possess any religious beliefs because they are largely all practical scientists. That's not to say a portion of them are not religious, it's just their general mindset tends to oppose such things. The Shields of the Oracle worship the spirits that guide the Oracle, and the raiders tend to remove themselves from religious beliefs.

Technology

Weapons & Armor

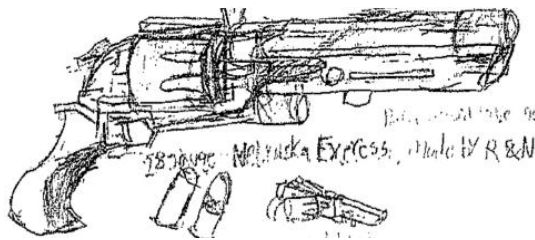
Dome Cities

- The Wealthy
 - Weapons: Fancy guns for show, small fire arms (revolvers)
 - Armor: Have suits to protect from zombie bites



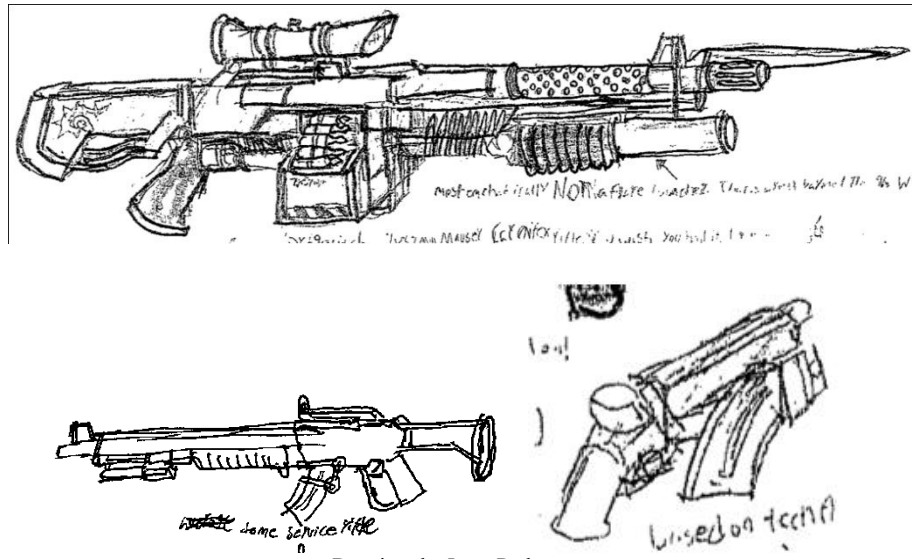
Drawing by Isaac Rader

- The Poor
 - Weapons: WW1, M1 Garand M1 Carbine
 - Armor: No Armor



Drawing by Isaac Rader

- The Rebels
 - Weapons: Slightly patched modern tech
 - Armor: Modern bodyguards, militia suits



Drawings by Isaac Rader

Aqui Populi

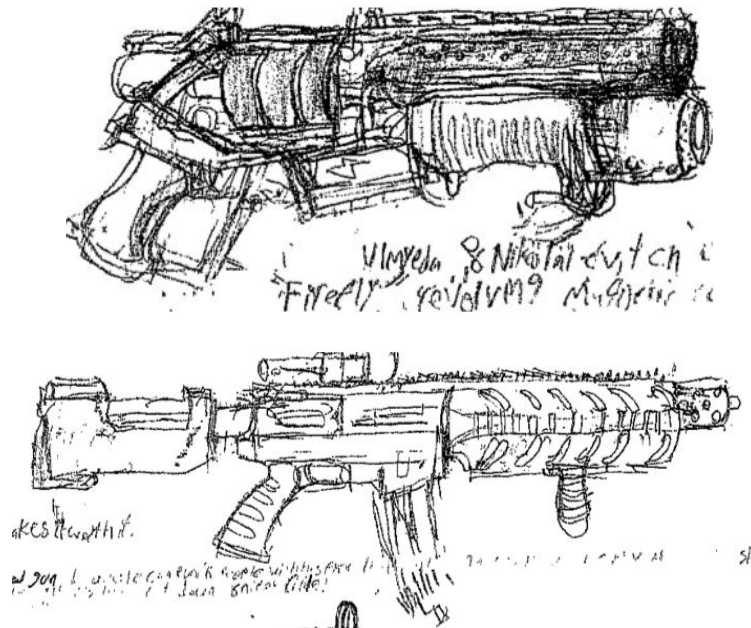
- Weapons: All martial
- Armor: Simplistic, very little

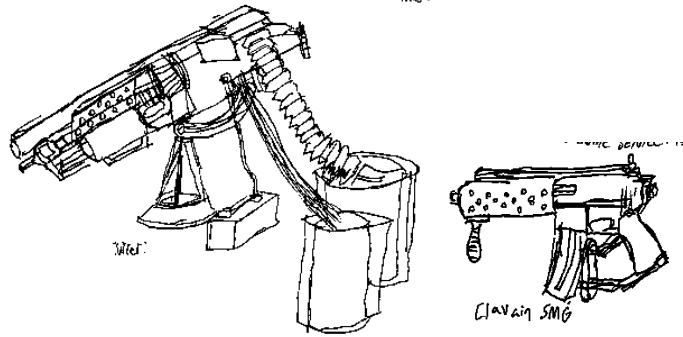
Shields of the Oracle

- Weapons: Martial between federal military and Wealthy weapons
- Armors: Fully encased in bite proof material, camouflage change, live HUD, martial weapons, vibro blades

Government and Military

- Weapons: High future tech, coil guns(low rate of fire), particle accelerator turrets(protect Domes),
- Armor: Fully encased in bite proof material, enhances phys. strength, camouflage change, live HUD

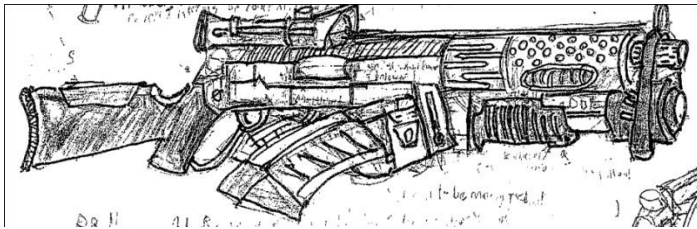




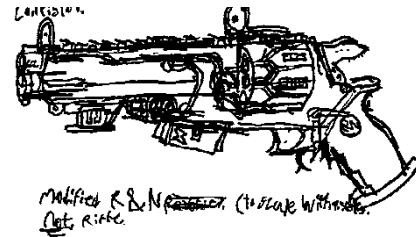
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The Raiders

- The raiders, being outside the domes, just scavenge and collect spare parts from ruined towns and cities.



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Transportation

Dome Cities

- The Wealthy
 - Elevators for between-tier travel
 - Hovercrafts and cars
- The Poor
 - Elevators for between-tier travel, but limited
 - Bikes and mopeds
- The Rebels
 - Same as poor
- The Pantheon/Figurehead Government
 - Messengers for The Pantheon use hyperglides
 - Delivery caravans for food between domes (heavily guarded)
 - Helicopters and VTOL planes (both for transport and storage)

Aqui Populi

- Use flipper-like feet and fin to swim faster than the speed of running
- Sometimes use aquadrakes for long-range transport

Shields of the Oracle

- Raptors

The Raiders

- Some clans use raptors
- Use any vehicles they can salvage from ruined cities or take from other parties

Communication

Dome Cities

- The Wealthy
 - Cellphone-like devices that use radio technology
 - Verbal messengers (so pompous!)
 - Letters for official matters
- The Poor
 - Letters
 - Walkie-talkies at most
- The Rebels
 - Modded watches stolen from wealthy
 - Proxies occasionally
- The Pantheon
 - Couriers with vital monitors and termination systems

Aqui Populi

- Sign language
- Palm-lights (light up different colors and brightness; kind of like Morse code, but more complex)
- Latin-like language (developed for intellectual nutrients)
- Bioluminescent ink

Shields of the Oracle

- Whistling system for long-range

The Raiders

- Vespers
- Salvaged radios

Energy Sources

Dome Cities

- Cold fusion/regular fusion
- Hydroelectric power (it rarely rains on the domes, but when it does the water runs down into canals/channels that wrap around the domes)

Shields of the Oracle

- Limited solar power

The Raiders

- Salvage stuff

Culture/Entertainment

Dome Cities

- The Wealthy
 - Recreational, addictive drugs without physical harm
 - Holographic video games/simulations
 - Strategy/gambling game called Lark
 - Non-lethal laser dueling
- The Poor
 - Raptor fighting
 - Rooftopping (parkour, practically)
 - Dice gambling
- The Rebels
 - Same as poor

Aqui Populi

- Language creation
- Aquadrake taming

Shields of the Oracle

- “Guess the prediction” (little kids guessing the meanings of historic prophecies)
- Combat tournaments
- Shambler tallying (racking up as many shambler kills as possible)

The Raiders

- Varies clan-to-clan

- Music, oddly enough